MVA Microsoft Virtual Academy

Porting your Unity Game to the Windows Store Jump Start

Microsoft

Michael “Mickey” MacDonald | Indie Game Developer
Bryan Griffiths | Software Engineer/Game Developer

Meet Mickey MacDonald| @scruff

- Indie Game Developer and Technical Evange
with Microsoft
  - Creator of numerous games examples and templates
  - Worked with many different platforms including; Windows 8/8.1, Windows Phone 7/8, and Xbox 360
- Guru of industry knowledge
  - Frequent speaker at industry conferences and events on a variety of game development and design topics
  - Featured speaker on Channel 9 and writer on Microsoft blog sites

Meet Bryan Griffiths

- Software Engineer and Game Developer
  - Worked with Activision/Blizzard, Sega, THQ and others on multiple AAA game projects in his career.
  - Has developed and shipped titles on the Xbox 360, PS3, Wii, PC, Mac, Mobile platforms and the web. (Even two board games.)
  - Most recently served as the Lead Programmer on the indie title
    Rollers of the Realm, produced by Phantom Compass.
- Video Game Design and Development Instructor at triOS College

Course Topics

Porting your Unity game to the Windows Store	
01 | Getting Started	06 | Using Splash Screens
02 | Things to consider when porting	07 | Live Tiles
03 | Dealing with a “Dual Runtime” environment	
04 | Supporting Windows 8.1	
05 | Supporting Windows Phone	

MVA jumpstart

Setting Expectations

- Target Audience
  - Student, beginner, indie and pro developers with a desire to port their Unity games to the Windows Store
- Suggested Prerequisites/Supporting Material
  - Basic knowledge of the Unity game engine
  - A game you are interested in porting
- Requirements
  - The drive to port your game and reach a wider audience
  - Snacks and some beverages!

Join the MVA Community!

- Microsoft Virtual Academy
  - Free online learning tailored for IT Pros and Developers
  - Over 1M registered users
  - Up-to-date, relevant training on variety of Microsoft products
- “Earn while you learn!”
  - Get 50 MVA Points for this event!
  - Visit http://aka.ms/MVA-Voucher
  - Enter this code: **UnityGame (exp. 1/7/2014)**

MVA Microsoft Virtual Academy

01 | Getting Started

Microsoft

Michael “Mickey” MacDonald | Indie game developer
Bryan Griffiths | Software Engineer/Game Developer

Module Overview

- Goals for the day
- Getting ready to port with Unity
- What you need to get started for Windows 8.1
- What you need to get started for Windows Phone

Download the demo project ...

You can download the demo project we will be using today at the link below

http://www.GitHub.com/ScruffyFurn/SumoBlocks

Goals for the day

- Examine the process of porting your Unity game to the Windows Phone & Windows Store
- Learn how to implement advance features like Share, Live Tiles and extending the default splash screen
- Increase your knowledge around porting practices
- Point you toward other resources to continue your learning

MVA Microsoft Virtual Academy

DEMO

Sumo Blocks game and its Unity code

What you need when porting to Windows 8.1

- **Unity 4.3:** Either the Unity free version or Unity Pro will work. The add-ons to publish to Windows Phone and Windows Store are free, even for Unity Pro users.
- **Visual Studio 2013:** I suggest Visual Studio Ultimate or Premium, but Express will work.
- **Windows 8.0 or later:** If you do not own a Windows 8 license, you can get a 90-day evaluation version. If you are running Mac OS X or need to install on Apple hardware, check different options for installing using Boot Camp, or Parallels.
- **Windows Developer Account:** This will be needed to submit your game to the Windows Store.

What you need when porting to Windows Phone

- **Unity 4.3:** Either the Unity free version or Unity Pro will work. The add-ons to publish to Windows Phone and Windows Store are free, even for Unity Pro users.
- **Windows Phone SDK 8.0:** The WP8 SDK includes a stand-alone version of Visual Studio Express 2012 - if you already have Visual Studio Premium or Ultimate, the SDK will work as an add-in.
- **Windows 8.0 or later:** If you do not own a Windows 8 license, you can get a 90-day evaluation version. If you are running Mac OS X or need to install on Apple hardware, check different options for installing using Boot Camp, or Parallels.

What you need when porting to Windows Phone

- **Windows Developer Account:** This is needed to “unlock” your phone so that you can side load your game for developing and testing purposes. It will also be needed to submit your game to the Windows Phone store.
- **Windows Phone 8 Device:** In Unity 4.3, deploying and debugging to the Windows Phone emulator is not supported, so you will need a phone.

©2013 Microsoft Corporation. All rights reserved. Microsoft, Windows, Office, Azure, System Center, Dynamics and other product names are or may be registered trademarks and/or trademarks in the U.S. and/or other countries. The information herein is for informational purposes only and represents the current view of Microsoft Corporation as of the date of this presentation. Because Microsoft must respond to changing market conditions, it should not be interpreted to be a commitment on the part of Microsoft, and Microsoft cannot guarantee the accuracy of any information provided after the date of this presentation. MICROSOFT MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, AS TO THE INFORMATION IN THIS PRESENTATION.